VIC TOKAI INC.
22904 Lockness Ave., Torrance, CA 90501

PRINTED IN JAPAN

SNS-CN-USA

8 MEG SUPER CONFLICT 16 BIT ™

INSTRUCTION BOOKLET

VIC TOKAI

SUPER NINTENDO ENTERTAINMENT SYSTEM

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

© 1991 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

8 MEG

SUPER CONFLICT

16 BIT

™

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

TABLE OF CONTENTS

INTRODUCTION 3

TAKING CONTROL 4

BEGINNING/SELECTING A GAME 5

OPTIONS

SCENARIO SELECT SCREEN 6

GAME PLAY 7

MOVEMENT 7

UNIT DATA SCREEN
UNIT MOVEMENT
OVERVIEW MODE
PAUSE MENU

BATTLE 12

ENGAGING THE ENEMY
MODES
RESUPPLYING & REPAIRING DAMAGE

PRODUCTION 17

PRODUCTION POINTS

MAPS & CHARACTERISTICS 20

INTRODUCTION TO MILITARY UNITS 22

RELATIONS GUIDE
SPECIAL UNITS

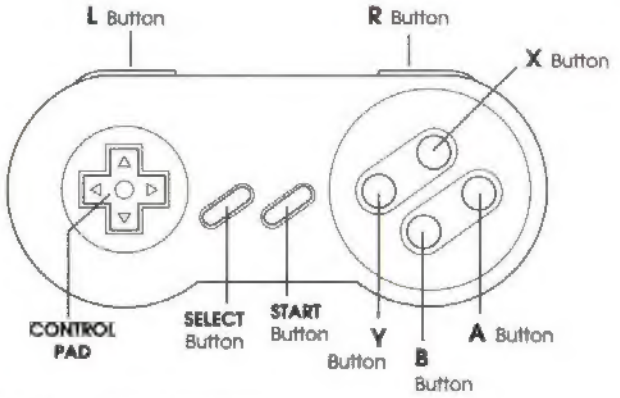
90-DAY WARRANTY 25

INTRODUCTION

Super Conflict is a war-simulation game for either one or two players. It requires the player to employ military strategy and make decisions based on variables that are constantly changing, such as terrain and enemy movement. In addition to this, the player maintains total control of his own military forces, including land, air, and sea units!! In one-player mode, the player assumes control of the Blue forces, battling the computer through *5 skill levels* and *55 different scenarios*. The two-player mode is played head-to-head, with each player assuming control of either the Blue or Red forces. There's even a unique handicapping feature to better equalize players of various skill levels.

The goal in either one or two-player mode is to destroy the opposing side's Flag Unit. In Levels 1-4 the Flag Unit is a tank. At Level 5, however, there is also a Flag Ship. The Flag Unit itself is similar to the King in chess in that once it is destroyed, the scenario is over. (In Level 5, if *either* are destroyed, the scenario is over.) And, as in chess, the remainder of your forces all vary in regards to strength, movement and capabilities. The strategy you employ is up to you, but unlike chess, you may have to remind yourself, "It's only a game"...

TAKING CONTROL



CONTROL PAD	• Switches options • Moves cursor (Overview Mode)
SELECT Button	• Not used
START Button	• Begins game • Pauses game
A Button	• Selects options (Pause Menu) • Attacks (Battle Mode)
B Button	• Defends (Battle Mode)
X Button	• Displays Unit Status Screen (Normal Mode)
Y Button	• Overview Mode (Normal Mode) • Switches weapon (Battle Mode)
R Button	• Retreats (Battle Mode)
L Button	• Not used

NOTE: Press any button to bypass/exit opening sequence.

BEGINNING/SELECTING A GAME

1. After the opening sequence, use <— or —> on the CONTROL PAD to select the desired style of game (One-player, Two-Player, or Continue Game).
2. Use up or down on the CONTROL PAD to switch to the option to be changed. Use <— or —> to change option.
3. Press START to begin.

OPTIONS

THE STYLES OF GAME AND THEIR OPTIONS ARE AS FOLLOWS:

ONE-PLAYER

Player assumes control of the Blue forces and plays against the computer.

3 UNITS/ALL UNITS

Determines how many units each side may utilize per turn.

TWO-PLAYER

Head-to-head competition between two players with Player 1 assuming control of the Blue forces and Player 2 assuming control of the Red.

3 UNITS/ALL UNITS

Determines how many units each side may utilize per turn.

PRODUCTION POINTS

Determines which units may be produced for two-player scenarios in which factories are present (3-16). This can also be used as a handicapping feature, allowing a weaker player to begin a game with the capacity to produce stronger units. (Please see GAME PLAY/Production)

NOTE: 3 unit mode is recommended for beginners.

CONTINUE GAME

Allows player to continue 1 of up to 5 campaigns already in progress. Use up or down on the CONTROL PAD to highlight desired game and press the A Button to select.

If you accidently find yourself in the Continue Game option and wish to escape, reset the game entirely and begin again.

SCENARIO SELECT SCREEN

After adjusting the desired options, you will then be presented with one of the following Scenario Select Screens based on the style of game you selected.

ONE-PLAYER (CONTINUED GAME)

This game consists of 55 scenarios spanning 5 skill levels. As there are no passwords (the battery backup remembers all progress properly saved), this game is based on a "graduation" process; you must earn your way to a higher/harder level. Each level's scenarios may be played in any order (with the exception of the final battle for that level), but you may not advance to a higher level or area (darkened sector) until all necessary scenarios have been completed. You may, however, return and play completed scenarios, including those of previous levels, as often as you'd like. Completed scenarios which are properly saved will be denoted with a star. For your reference, the levels break down as follows:

Level	Total # of Scenarios
1	6 (5 + 1 final)
2	9 (8 + 1 final)
3	11 (10 + 1 final)
4	13 (12 + 1 final)
5	16 (15 + 1 final)

After successfully completing your first scenario, you will be asked if you wish to save your progress by entering your name. *Use the CONTROL PAD to locate the desired characters and press the A Button to select.* From that point forward, you will be given the opportunity to save each victory after it occurs. If you choose "Yes", the game will automatically keep track of your game by Name, Level, and successfully completed scenarios. If you fail to save your completed scenarios when prompted and wish to continue later, you will have to repeat those scenarios in order to advance. Please note, however, that games *in progress* CANNOT be saved.

TWO-PLAYER

This game consists of 16 scenarios of various complexity and depth. They may be played in any order and as often as you wish, but *cannot* be saved.

Use the CONTROL PAD to "drive" to the desired scenario (the level, scenario name and number will be shown on the right), and press A to begin.

GAME PLAY

After selecting the style of game and scenario, you begin the actual game itself in Normal Mode. It is here that you will make your strategic decisions, selecting which units you wish to move, battle, etc. The Controller's functions in Normal Mode are as follows:

CONTROL PAD	• Moves cursor • Switches options (See also Pause Menu)
SELECT Button	• NOT USED
START Button	• Pauses game (See Pause Menu)
A Button	• Makes selections (See also Pause Menu)
B Button	• Not Used
X Button	• Displays Unit Data Screen
Y Button	• Switches to Overview Mode
L Button	• Not Used
R Button	• Not Used

MOVEMENT

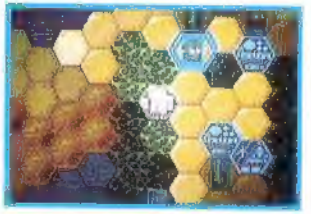
Unit Data Screen

Use the CONTROL PAD to move the cursor to the desired unit. Regardless of its color, the unit's name and current status will be displayed at the bottom of the screen. For an even more detailed look, press the X Button to view the Unit Data Screen in its entirety. In terms of determining movement, this is particularly helpful in showing the movement range of a given unit. Press any button to exit.

Unit Movement

While you may check the status of any unit, you may only take action with a unit of corresponding color. Selecting any of the following actions constitutes a turn, burning one unit of fuel:

Move only
Battle only
Move then battle
Battle then move



Using the CONTROL PAD, move the cursor to the desired unit and press the A Button. At this time, all possible action will appear below. Use the CONTROL PAD to highlight the desired action and press the A Button. If MOVE is selected, the entire movement range for the particular unit at that time will be highlighted. If it seems that you can't quite move as far as you'd like in a specific direction, it probably has something to do with the terrain (see MAPS & CHARACTERISTICS). Move the cursor to the desired hexagon and press A to execute the move. To cancel without taking any action, press the B Button. If battle is possible after movement (or vice versa) but not desired, press B after the initial action. The unit will then darken and remain inoperable for the remainder of your half of that round. If an additional action is *accidently* chosen, press the B Button to escape.

TO DEPLOY A UNIT FROM A FACTORY OR AIRPORT:

Use the Control Pad to highlight the factory or airport you wish to deploy from and check the information window to see if there are any units contained within. If so, highlight the icon's name (factory or airport) and press the A Button.

Once inside, use up or down on the Control Pad to highlight the unit you wish to deploy. Check the information window below for its current status. To select the unit, press the A Button.

Finally, in Normal Mode, use the Control Pad to highlight any unoccupied adjacent hex and press the A Button.

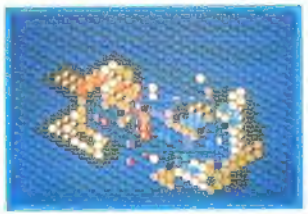
NOTE: Deploying a unit does not constitute an action. Therefore, a player may deploy as many units as he'd like (or can) during any given turn. Once a unit is deployed, however, it must be moved like any other unit (see page 9).

OVERVIEW MODE

This is a feature designed to allow the player to take a look at an entire scenario and better plan his strategy. It is also possible to cover large areas quickly.

During the Normal Mode, press the Y Button. The entire scenario will then shrink down enough to allow you to view it in its entirety. The overall shape of the scenario, as well as the various terrain types (by color/texture) will all be visible. In addition, the Blue dots represent blue units or possessions (factories, cities or airports), the Red dots represent red units or possessions,

BEFORE



AFTER

and the Black dots represent neutral cities and/or airports. To quickly move from the current location to another area, use the CONTROL PAD to direct the cursor around the area you wish to close-up on and press the Y Button.

PAUSE MENU

You may pause the game at any time during the Normal Mode by pressing the START Button. At this time you will be presented with a menu consisting of the following choices:

RESUME PLAY Returns to the game in progress

GAME RULES Allows you to access general helpful information screens concerning various topics

PREFERENCES Allows you to modify certain aspects of the game

END GAME *Ends* the game (scenario) at that point*

***Note:** Games in progress *cannot* be saved!!

Use the CONTROL PAD to highlight your selection and press the A Button. If GAME RULES is selected, use up or down on the CONTROL PAD to highlight the desired topic and press the A Button once to view and once again to return to the menu. If PREFERENCES is selected, you will have the opportunity to alter any of the following:

MUSIC	ON/OFF
SOUND EFFECTS	MONO/STEREO/OFF
COMBAT MOD	SHORT/LONG

The game begins in each of the first settings above. To switch, use up or down on the CONTROL PAD to highlight selection and <— or —> to change. Press the A Button to return to the PAUSE MENU and select RESUME GAME to continue.

BATTLE

ENGAGING THE ENEMY

Units of opposing colors, regardless of type, may engage in battle from any two *adjacent* hexagons. While you may only *initiate* an attack *during your turn*, you will still retain total control of your unit when attacked (LONG mode only). The BATTLE option will appear at any time during your turn in which an attack is possible. Use the CONTROL PAD to highlight the BATTLE option, and press the A Button to select. Then use the CONTROL PAD to highlight the unit you wish to attack and press the A Button to engage. (See also Modes)

MODES

There are two basic modes of battle in **Super Conflict**:

SHORT

The SHORT mode is basically for the player who would rather concentrate strictly on the strategic elements of the game. When BATTLE is selected, the game switches to the battle sequence and, based on the variables involved (types of units, terrain, etc.), automatically calculates and displays the *outcome* (or summary) of the battle only. The game will then continue as though an entire battle had just occurred.

LONG

The LONG mode of battle adds an entirely different dimension to **Super Conflict**. In addition to the strategic elements involved, the player must now take full control of his unit during battle, through up to 4 full rounds of action!! You decide when to attack, when to defend, and when to retreat.

The buttons and their functions for both 1 and 2-player games are as follows:

A Button	**Attacks**	100% chance of firing but maximum damage is suffered if hit by return fire.
B Button	**Switches weapon**	Computer will have automatically selected the best possible weapon for the situation; Special weapon may have little or no effect. Example: Air to air unit vs. a ground unit.
X Button	**Defends**	50% chance of returning fire but only 50% damage suffered if hit.
R Button	**Retreats**	0% chance of returning fire and 75% damage is suffered if hit. While it may take more than one round to disengage, a retreat could save your unit from *total* destruction if selected early enough.

As was previously stated, a battle can last up to 4 rounds. Each action that you select applies for the *entire round*, with events proceeding as follows:

Side 1 **Side 2**

Action ——————> Result

Result <—————— **Reaction** (if any)

END ROUND 1

Each battle begins with the unit which has selected ATTACK on the attack. Conversely, the unit being attacked opens in DEFEND mode. The opening round of action cannot be altered. At the end of *each round* (see page 13), the computer will then check the parenthesis ( ) for additional orders to be instituted at the beginning of the *next* round. If there is nothing in the ( ), the current action would then be repeated. For example, let's assume that the orders for Side 1 above had read as follows: ATTACK (DEF). This would guarantee that Side 1 would fire at Side 2 and would suffer maximum possible damage if Side 2 was allowed to counter and hit. At the end of Side 2's turn, which would also end the round, Side 1 would then switch to DEFEND mode to begin Round 2. Whether Side 1 was allowed to fire or not, he would immediately have the opportunity to continue selecting orders for the *following* round by pressing the appropriate buttons and filling the ( ). This could be done (and switched) as often as desired up until the end of *Side 2's next turn*, at which time the computer would again check the ( ). If nothing was selected (or desired) and the ( ) was empty, Side 1 would begin the next round (Round 3) in DEFEND. The battle will then continue in this manner for up to 4 rounds or until one unit is destroyed or manages to disengage.

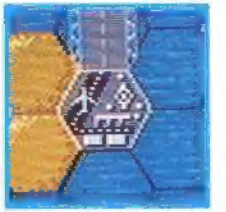
Resupplying & Repairing Damage

If a unit is destroyed in battle, the loser will lose both the unit and 300 Production Points. The victor will gain 300 Production Points. Therefore, it is imperative to keep all of your units functioning at their maximum levels for as long as possible. Should a unit require refueling, repairs, etc., it can be taken to one of the following:

Cities (Ground Units)

A ground unit may move into any unoccupied city regardless of color. To resupply/repair a unit, simply move it onto a city and wait. Each round it rests on the city, it will regain strength, fuel, and (special) ammo. It may, however, require multiple rounds before reaching maximum levels. If a city is occupied (protected) by an enemy unit, you must battle and destroy the opposing unit before moving in. Remember: If the unit you are using moves *before* engaging in battle, you will have to wait until your *next* turn to move it again (provided there's fuel remaining). Cities also increase your defense and are a great place to safeguard the ever-popular Flag Tank (see MAPS & CHARACTERISTICS).

Airports (Air Units)



An air unit may resupply and/or repair in any airport of *corresponding* color. If there are no "friendly" airports in the vicinity, a ground unit from the same side may "make" one by moving in and claiming it (be it neutral or enemy). Provided there is at least one "friendly" airport (or carrier), the player will be reminded to refuel on the unit's last turn. If none can be found, or if the player fails to accept, choosing instead to move and/or battle, the unit will be lost at the end of that turn. (You can, however, press B immediately to escape

and come back to the unit later without suffering a loss, at which time you will again be reminded to refuel.) When choosing to refuel, the unit will automatically go to the nearest "friendly" airport (or aircraft carrier when available). Up to six air units at a time may resupply in a single airport. Again, "the longer they're there, the more they'll repair", but this may take multiple rounds. However, if that airport is claimed by an enemy unit at any time during the resupplying process, all opposing units contained within will be immediately destroyed and the appropriate number of Production Points subtracted.

NOTE: In the scenarios where aircraft carriers are present, the carriers themselves will function much like a "floating airport", with all conditions applying as above.

SHIPYARD (NAVAL UNITS)

A naval unit may repair and resupply (special ammo, as they will never require fuel) at any city of *corresponding* color located along the water. If the city is neutral or enemy, it, too, must first be claimed by a ground unit. Once this is accomplished, a naval unit may "dock" from any water hex adjacent to the city. Shipyards are particularly valuable in that they may simultaneously supply multiple naval units (whenever possible) and a ground unit, as well.

PRODUCTION

Beginning with Level 2 in one-player mode and on scenarios 3-16 in two-player mode, players will be given the opportunity to produce additional units based on their current Production Points. Each new level will introduce a new type of unit (air, naval, then special naval), and the *following* level will introduce the factory capable of producing these units. The types of units, factories and when they are introduced are as follows:

LEVEL	UNIT INTRODUCED	FACTORY INTRODUCED
2	Air	Land
3	Naval	Air
4	Aircraft Carriers	Naval
5	Flag Ships	None

So, by the time a player reaches Level 4, he will begin each scenario with all three types of units (ground, air, and naval) and have three separate factories, capable of producing various units of all types.

In order to minimize confusion, *the player will be presented with all possible production options at the end of each turn.* For example, assuming no production is currently under way, the initial Production screen for *Level 4* would appear as follows:

CHOOSE A FACTORY:
LAND FACTORY
AIR FACTORY
NAVAL FACTORY

Use up or down on the CONTROL PAD to highlight the desired factory and press the A Button to access it. *Based on your current Production Points*, you will then be shown all units (of a maximum of 6) that the selected factory is capable of producing *at that time*. Use up or down on the CONTROL PAD to move the cursor to the desired unit. The number of turns needed to produce the unit will be displayed at the bottom of the screen. *Press A to initiate production or press B to return to the factory selection screen.* When production is completed, the unit will remain in the factory's warehouse until removed by the player. If the factory is destroyed, all units in storage are destroyed, as well, and the appropriate number of Production Points will be subtracted. The factories themselves are protected by a unique "ultra" commando unit which will automatically repair/resupply itself whenever necessary. However, they are by no means indestructible, so be sure to select your defensive commands carefully.

NOTE: If one of the factories is in use, you will be unable to produce anything else until the production in progress is completed.

PRODUCTION POINTS

Production Points are vital in all scenarios in which production takes place. It is the Production Points that determine which units may be produced and when. This means that if a tank is valued at 6,000 Production Points, you must have at least 6,000 Production Points to produce it.

NOTE: The units available for production are predetermined and cannot be altered. For example, there are approximately 10 types of units that fall into the category of "Air". However, only a maximum of 6 of these units will be available for production by the air factory, even with an extremely high amount of Production Points. There is also a direct and varying relationship between the Production Points and the actual production of the units. When the Production Point value is high, the player has a wider spectrum of units from which to choose. As the Production Points decrease, the player is left with a smaller (and weaker) spectrum of units from which to choose.

INCREASING PRODUCTION POINTS

1. Winning a battle is worth 300 Production Points. The effect of this is actually magnified in that it also *reduces* your opponent's Production Points by 300, as well.
2. Each city or airport possessed is worth 100 Production Points *per turn* possessed. To claim a city or an airport, you must enter it with a Land unit only. If you wish to protect it, you may leave the unit "parked" there. However, once the icon has switched to your color (one turn later), you will continue to earn 100 Production Points per turn whether your unit remains there or not.

MAPS & CHARACTERISTICS

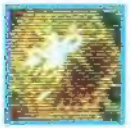
The various scenario maps are divided into hexagons. The different colors and textures of the hexagons represent different terrain. Different terrain affects both mobility and defense. The terrain breakdown is as follows:

Plains
Movement value: 1 unit
Defense modifier: 0

Dessert
Movement value: 1 unit
Defense modifier: -5

Hills
Movement value: 2 units
Defense modifier: +10

Woods
Movement value: 2 units
Defense modifier: +15



Mountains
Movement value: 3 units
Defense modifier: +15

Sea
Movement value: 1 unit (Sea units only)
Defense modifier: 0

Bridge
Movement value: 1 unit
Defense modifier: -10

City
Movement value: 1 unit
Defense modifier: +10
Special feature: Land/Sea units may resupply & repair

Airport
Movement value: 1 unit
Defense modifier: +10
Special feature: Air units may resupply & repair

Factory
Movement value: N/A
Defense modifier: N/A (protected by Special Commando Unit)
Special feature: Produces various additional units; irreplaceable if lost

As a land unit's defensive capabilities can change from move to move, it's a good idea to periodically check the Unit Data Screen, which will continuously update with the terrain. (See Unit Data Screen)

INTRODUCTION TO MILITARY UNITS

RELATIONS GUIDE

Both Blue and Red forces have 23 types of units. The basic unit breakdown is as follows:

Unit Category		Blue	Red
Fighters	(4)	F-5E Tiger II F-14 Tomcat F-15 C Eagle F/A-18 Hornet	MiG-21 Fishbed MiG-23 Flogger MiG-25 Foxbat MiG-29 Fulcrum
Bombers	(2)	A-6E Intruder A-10 Thunderbolt II	SU-20 Fitter SU-25 Frogfoot
Helicopters	(2)	AH-1 Cobra AH-64 Apache	MI-24 Hind D MI-28
Tanks	(3)	M551 Sheridan M60A3 M1A1 Abrams	T-55 T-62 T-80
Anti-Aircraft	(2)	M167 Vulcan (AAA) M48 Chaparral (SAM)	ZSU-23 (AAA) SA-13 Gropher (SAM)
Anti-Tank	(1)	M-901 ITV	BRDM-2
Soldiers	(2)	Infantry Commandos	Infantry Commandos
Naval	(5)	Destroyer Submarine Cruiser Battleship Aircraft Carrier	Destroyer Submarine Cruiser Battleship Aircraft Carrier
Flag Unit	(2)	Flag Tank Flag Ship	Flag Tank Flag Ship

Please note, however, that all of these units may not appear on *every* scenario. And, since each type of factory (Land, Air, and Sea) can only produce a maximum of 6 units, they may also be irreplaceable (for that scenario) if lost.

The basic classification of each type of unit is as follows:

Type	Unit Category	Classification
Air	Fighters	Air-to-Air
	Bombers	Air-to-Ground
	Helicopters	Air-to-Ground
Ground	Tanks	Ground-to-Ground
	Anti-Aircraft	Ground-to-Air
	Anti-Tank	Ground-to-Ground
	Infantry	Ground-to-Ground
	Commandos	Ground-to-Ground/Air
Naval	Destroyer	Sea-to-Sea
	Submarine	Sea-to-Sea
	Cruiser	Sea-to-Air
	Battleship	Sea-to-Sea/Ground
	Aircraft Carrier	n/a
Special	Flag Tank	Ground-to-Ground
	Flag Ship	n/a

Part of the strategy involved in **Super Conflict** is determining which units should battle and when. Therefore, please understand that the above classifications are for general purposes only. Also, while some units may be classified the same, they are not necessarily equals. For example, both an M1A1 and Infantry are considered ground-to-ground. However, the M1A1 has a much greater attack strength (See Unit Data Screen). For more detailed information, players should refer to the Unit Data Screen whenever necessary.

SPECIAL UNITS

All units are special (in their own way). However, the following units are *particularly* important, mainly because their use (or misuse) can have a heavy impact on the course of the game.

Flag Tank

The Flag Tank is a modified version of the M1A1 or T-80 (depending on the side), with a slightly higher defense. Because of its defensive capabilities, it is probably the strongest and most important unit in the entire game (with the exception of the Flag Ship, which isn't introduced until Level 5). However, even with an increased defense, it is by no means indestructible and once it is destroyed, the scenario is over. Therefore, one should be wary of getting careless with this unit. Also, *always* be conscious of the terrain!!

Flag Ship

Although the Flag Ship, too, has increased *defensive* capabilities, it has no where near the *offensive* capabilities of the Flag Tank. It *is* just as important, however, because in the scenarios in which it appears (Level 5), losing *either* the Flag Tank *or* the Flag Ship means defeat. When planning your naval strategies, keep in mind that because it is confined to the sea, the Flag Ship also lacks the ability to *increase* its defense through the use of varied terrain.

Aircraft Carriers

As was previously mentioned (see Resupplying & Repairing Damage), these units function as mobile airports, which, depending on the particular scenario, can be a *real* plus. While their loss may not be quite as devastating as that of a Flag Unit, it can be quite costly. Remember, if you lose an Aircraft Carrier, you are penalized Production Points for both the Carrier itself and *all* cargo (at 300 Production Points *each*). To make matters worse, most scenarios will not allow you to manufacture additional Aircraft Carriers, so if you lose one (or more), you're out of luck!!

90-DAY LIMITED WARRANTY

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

VIC TOKAI INC. shall not be liable for the incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

VIC TOKAI INC.
22904 Lockness Ave.
Torrance, CA 90501
(310) 326-8880